

### **AMENDMENTS TO THE SPECIFICATION**

Please replace paragraph [0022] with the amended paragraph below.

**[0022]**        2) Low rate start up: Since most of the initial user traffic for interactive packet based communication is at a very low rate and is inherently slowed by the delays through the satellite interface, the VBA will allocate initial bandwidth share for a user terminal ~~will be~~ at a rate of less than 1/8 of the maximum share.

Please replace paragraph [0049] with the amended paragraph below.

**[0049]**        The values of T1 and T2 can be dependent on current system data loading. The user terminal constantly computes when its buffers will clear based on the current amount of backlogged data and the current bandwidth allocation. The BWM also provides the values of the lag times T1 and T2 to the user terminal. The user terminal calculates the point in time to initiate the release of uplink bandwidth based on the projected time when its buffer will clear and on lag times T1 and T2. The user terminal sends the full-to-minimum bandwidth transition request in anticipation of emptying its buffer and then having no further data to transmit for another T1 seconds. If more data arrives in the terminal's input buffers or its allocation rate changes, the terminal recalculates its projected transition time and sends a countermanding transition request. The BWM always regards only the last-received transition request as valid. The reason for this process is to limit the time that the terminal wastes a full bandwidth allocation. If the terminal waited until its buffer was empty and then waited some additional lag time T1' before sending a transition request, then the fullrate bandwidth allocation could not end sooner than T1' + RTT (RTT is the round-trip time between the terminal and the BWM). The VBP algorithm can cut the duration during which full bandwidth is wasted from T1' + RTT down to an arbitrarily small time. Further, this time can depend on the network conditions, with the time being longer when the network is lightly loaded and shorter when the network is heavily loaded. The BWM also can apply bandwidth release parameters to determine when bandwidth for an individual is released. ~~Examples of bandwidth release parameters are:~~

Please replace paragraph [0050] with the amended paragraph below.

**[0050]** After the transition from full allocation, the user terminal will still be receiving the minimum bandwidth allocation to send late arriving data or go a full-rate allocation request if the buffers build up again. Under heavily loaded conditions, the system can operate almost as a bandwidth on demand system by setting the lag time T2 to a very small value or to zero. Under lightly loaded conditions ~~the system~~, the system can be generous with its T2 and allow the user terminal to cruise for a while. This approach allows the user terminal to maintain low level communication for a longer time during bursty client server connections.